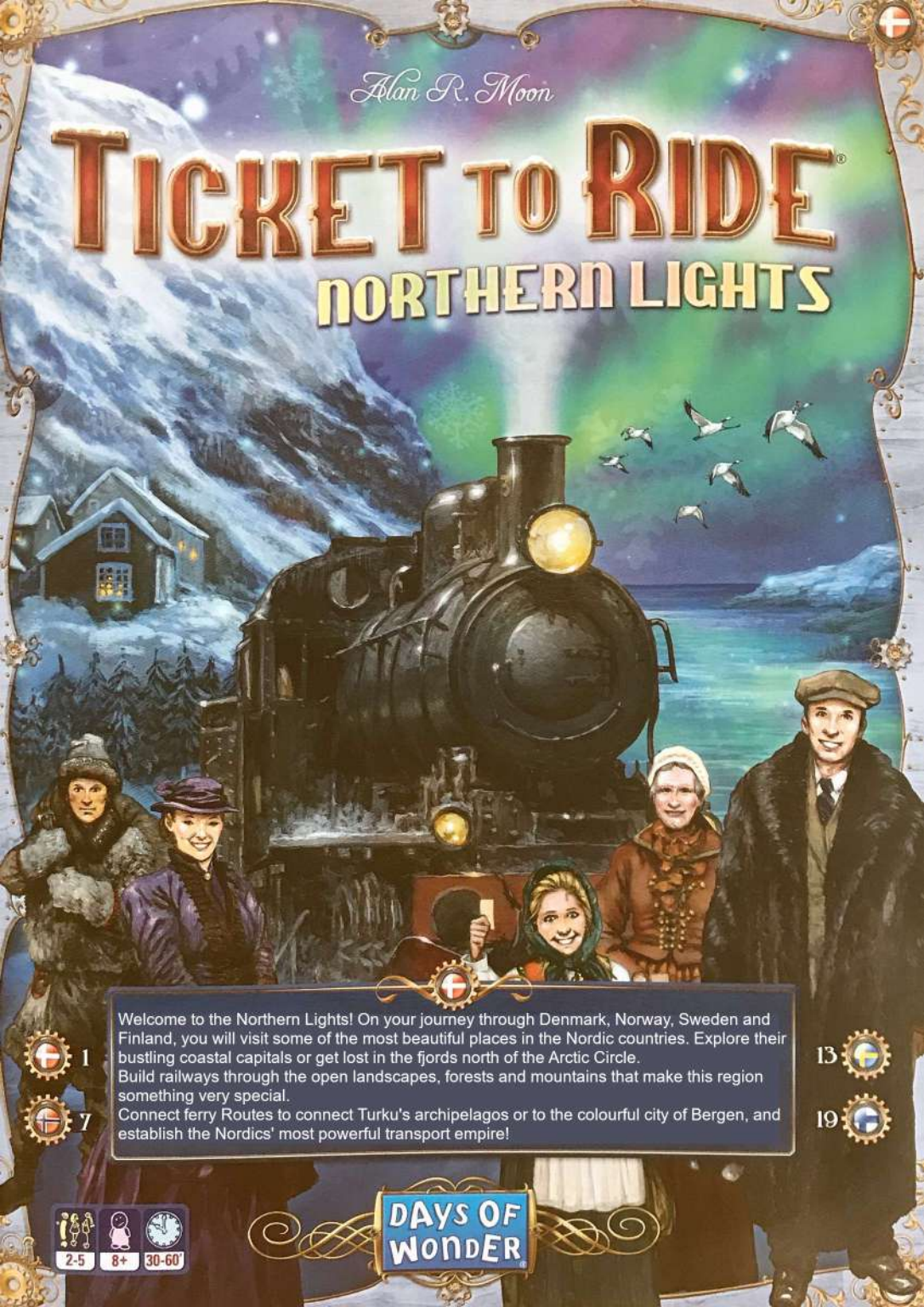


Alan R. Moon

TICKET TO RIDE®

NORTHERN LIGHTS



Welcome to the Northern Lights! On your journey through Denmark, Norway, Sweden and Finland, you will visit some of the most beautiful places in the Nordic countries. Explore their bustling coastal capitals or get lost in the fjords north of the Arctic Circle.

Build railways through the open landscapes, forests and mountains that make this region something very special.

Connect ferry Routes to connect Turku's archipelagos or to the colourful city of Bergen, and establish the Nordics' most powerful transport empire!



DAYS OF
WONDER



CONTENTS

- ◆ 1 board map for Ticket to Ride: Northern Lights
- ◆ 200 coloured plastic trains (40 per player)
- ◆ 180 illustrated cards including:



114 Train Car cards (12 of each colour, plus 18 Locomotives)

- ◆ 5 Score markers (1 for each player in matching train colours)
- ◆ 1 Rulebook

55 Destination Ticket cards

11 Bonus cards



SETTING UP THE GAME

Place the game board in the middle of the table. Each player takes a set of 40 coloured plastic trains and matching scoring marker. Each player places their scoring marker on the starting square next to number 100 **1** on the scoring track around the edge of the map.

Each time a player scores points during the game, they will advance their score marker accordingly.

Shuffle the Train Car cards and deal a starting hand of 4 cards to each player **2**.

Place the remaining deck of Train Car cards next to the game board and turn the top 5 cards face up **3**.

Shuffle the Bonus cards, turn the top 4 cards face up and place them next to the Game Board **4**. Put the remaining Bonus cards back in the box.

Shuffle the Destination Ticket cards and deal 4 cards to each player **5**. The remaining pile of Ticket cards is placed next to the board **6**. Each player looks at their Ticket cards and decides which ones they want to keep. Each player must keep at least two but may keep all four if they wish. Ticket cards that are not kept are placed at the bottom of the pile.

Players keep their Ticket cards secret until the end of the game. You are now ready to start playing.

THE OBJECT OF THE GAME

The goal is to score the highest number of points, beating the other players.

You can earn points by:

- ◆ Claiming a Route between two adjacent cities or stops on the map.
- ◆ Completing a Ticket by connecting a continuous path of Routes between the two cities on the card.
- ◆ Fulfilling a bonus card requirement when the game ends.

Points are deducted from each player's score for each Destination Ticket they do not successfully complete by the end of the game.



THE GAME TURN

The player with the most travel experience starts. The game then continues in clockwise order around the table where the players take one turn at a time until the game ends. On their turn, a player must perform one (and only one) of the following three actions:

Draw Train Car cards - The player draws 2 Train Car cards. They may take any face-up card or draw the top card from the deck (blind draw). If they take a face-up card, they immediately turn over a replacement card from the deck. They then draw their second card, either from the face-up cards or from the deck. A player may choose a face-up Locomotive card for their first card, but if they do, they may not draw any other cards this turn (ie. This face-up Locomotive card must be the first and last card they draw this turn.)

Note: Unlike most Ticket to Ride games, you do not discard the five face-up cards when three or more of them are Locomotives.

Claim a Route - The player claims a Route on the board by playing a set of Train Car cards from their hand that match the colour and length of the Route. They place one of their coloured trains on each section of the Route and then move their scoring marker forward on the scoring track as many points as the Route length gives (see the table with the points for each Route length).

Draw Tickets - The player draws 3 Destination Tickets from the top of the deck. They must keep at least one of them but may keep two or all three if they wish. Cards that are not kept are returned to the bottom of the deck.

TRAIN CAR CARDS

There are normal Train Car cards in 8 colours plus Locomotive cards. The colours of Train Car cards matches the Route colours between cities on the board - purple, blue, orange, white, green, yellow, black and red. The Locomotives are multi-coloured and act as wild-cards that can be part of any set of cards when Routes are claimed. They are also useful when claiming ferry Routes (see next page).

When claiming Ferry Routes only, a pair of identical colour Train Car cards may be used to instead of a Locomotive card

A player may always have an unlimited number of cards in their hand.

When the draw pile is exhausted, the discarded cards are shuffled and form a new draw pile. Be sure to shuffle the cards properly as they have been discarded in sets. In the unlikely event that there are no cards left in the deck to draw and no discards available (due to players hoarding cards in their hands), a player cannot draw Train Car cards. Instead, they must claim a Route or draw more Destination Tickets.

CLAIMING ROUTES

To claim a Route, a player must play a set of Train Car cards with the same number of cards as the number of spaces in the Route. A set of cards must consist of the same colour. Most Routes require a specific colour of cards in order to be claimed.

A Locomotive can always be used as a card of any colour (see example 1).

Two identical Train Car cards may be used instead of a Locomotive only when claiming Ferry Routes.

Grey Routes can be claimed with a set of any colour (see example 2).

When a Route is claimed, the player places one of their plastic trains on each space along the Route.

All cards used to claim the Route are placed in a discard pile next to the draw pile. A player can claim any open Route on the game board. They never need to be connected with already completed sections. A player can only claim a maximum of one Route on their turn.

Some cities are connected by Double Routes, others by Triple Routes. A single player can never claim more than one Route in a Double or Triple Route.

Example 1.

To claim the yellow Route, a player can play any of these combinations: two yellow Train cards; a yellow Train card and a Locomotive; or two Locomotives.



Example 2.

Ferry Routes can be claimed by playing a set of Train Car cards of matching colour together with Locomotives or pairs of identical Train Car cards.



Important:

◆ Double Routes:

In a 2 or 3 player game, only one of the Routes of a Double Route can be used. A player can claim one of the two Routes between the cities, but then the other Route is closed to all players.

◆ Triple Routes:

In a 2-player game, only one of the Routes of a Triple Route can be used; in a 3-player game only two of the three Routes can be used. All three legs of a Triple Route are only used in a 4 or 5 player game.

FERRIES

Ferries are special Routes that go through water and connect two cities.

They are easy to recognise because at least one of the spaces contains a Locomotive symbol.

To claim a Ferry Route, the player must play:

- a Locomotive card

OR

- a pair of Train Car cards in the same colour

for **each** Locomotive symbol on the Route, plus the usual set of Train Car cards of one colour for the remaining spaces, as for a grey Route.



Example 3.

To Claim the Ferry Route between Mo I Rana and Narvik, a player can play 1 Locomotive card plus 1 pair of identical Train Car cards together with two other Train Car cards of the same colour.

DRAW BONUSES

Some Routes have a "+ X" bonus symbol next to them.

After claiming one of these Routes, the player draws as many Train Car cards from the top of the deck as the number indicates. No face-up Train Car cards can be drawn with this bonus.



SCORING TABLE FOR THE ROUTES

When a player claims a Route, they advance their scoring marker on the scoring track as many steps as they scored. See the score table below.

Route Length	Points Scored
1	1
2	2
3	4
4	7
5	10

DRAW DESTINATION TICKETS

A player can use their turn to draw Destination Ticket cards. They draw 3 new cards from the top of the Ticket pile. They must keep at least one of the cards but may keep two or all three if they wish. If there are less than 3 Tickets left, they draw as many as are left. Cards that are not kept are returned to the bottom of the deck.



Each Ticket contains the name of two cities on the map and a point value. If a player manages to connect the two cities with a series of Routes, they will receive the point value at the end of the game. If they fail to connect the two cities, the point value is deducted instead.

Players keep their Destination Ticket cards secret from other players until the final points count. A player may collect any number of Tickets during the course of the game.

GAME END

When any player's number of coloured trains is down to two or fewer, all players, including that player, get one last turn. Then the game ends and all players calculate their final score.

CALCULATING SCORES

- ◆ Players should have already received points for the Routes they completed. To make sure that no mistakes have been made, you can recalculate the points for each player's Routes.
- ◆ Players then reveal which Tickets they have and add (or subtract) the point value for those, based on whether or not they managed to connect those cities.
- ◆ At the end, points are awarded for the four Bonus cards. (each Bonus card is explained below) If there is a tie between two or more players for a Bonus card, everyone who ties gets the bonus points.
- ◆ The player with the most points wins the game. If two or more players tie for the most, the player who has completed the most Tickets wins.
- ◆ In the unlikely event that they still have a tie, whoever has completed the most Bonus cards wins. If it's still tied, they all win.



A Locomotive Collector

The player with the most Locomotive cards in their hand wins this bonus.

Note: Each pair of matching colour Train Car cards count as a Locomotive card when determining who wins this bonus card.



B Capital Investment

The player with the most completed Tickets to Stockholm, Copenhagen, Oslo or Helsinki wins this bonus.



C Cost Effective

The player with the most train cars left wins this bonus.



D Small Step Strategist

The player with the most claimed single-space Routes wins this bonus.



E Nordic Express

The player with the longest continuous path of Routes wins this bonus.
A continuous path may contain loops and go through the same city multiple times, but each Route can only be used once in the same continuous path.



F Local Area Network

The player with the most completed short Destination Tickets (worth 5 points or fewer) wins this bonus.



G International Tycoon

The player who has the most different countries connected with their Routes wins this bonus. There are a total of 9 different countries on the board.



H Polar Express

The player who has the most completed Tickets to cities inside the Arctic Circle wins this bonus.



I Snowplough Reward

The player with the most Routes connecting two cities in the Arctic Circle wins this bonus.



J Ferry Master

The player with the most completed Ferry Routes wins this bonus.



K Wild West

The player with the most Routes connecting Norwegian cities wins this bonus.

Days of Wonder Online

On the booklet you will find the code to register your game on Days Of Wonder Online - the online gaming community where ALL your friends play! Register your game at

www.Ticket2ridegame.com

and discover a world of game variants, extra maps and more. Just click the New Player button and follow the instructions.

WWW.DAYSOFWONDER.COM

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